

# Ian Effendi

**NYC-based game designer and interactive software developer** seeking post-graduation, full-time role starting before August at the latest. I am specialized primarily in **JAMStack** web applications, but have actionable knowledge of **programmable graphics pipelines** with **C++** and **HLSL/GLSL**.

## PROFESSIONAL EXPERIENCE

**UNITY DEVELOPER**, MAGIC Spell Studios — *Rochester, NY*

JUNE 2019 — AUGUST 2019

- Demonstrated proof-of-concept of augmented reality training simulation intended for pharmaceutical companies to clients.
- Developed physical particle interactions in **Unity3D with C#** for AR-space using LeapMotion hand sensor and Kinect.
- Followed trunk-based development pattern for version control using Git.
- Experience resolving merge conflicts.

**PEER WRITING CONSULTANT**, RIT Writing Commons — *Rochester, NY*

SEPTEMBER 2017 - MAY 2020

- Hosted 1-on-1 consultations with undergraduate, graduate, and faculty members of the RIT community to provide university-supported writing services.
- Participated in professional development sessions focused on improving peer-to-peer consultation skills and recognition of client needs.

**DIGITAL PRODUCTION INTERN**, Sesame Workshop — *Manhattan, NY*

JUNE 2018 - AUGUST 2018, JUNE 2017 - AUGUST 2017

- Served two consecutive summers on a team responsible for maintaining Sesame Workshop's international and domestic web platforms and presence.
- Developed in-house contact validation software for senior producers using **JavaScript & Electron**.
- Revised and automated archival and storage of project audio files and metadata into a MAM-system using **JavaScript, VBA, and React**.
- Participated in a summative research and design process for the creation of educational games and media targeting children.

## PROJECTS

**RETURN TO OTTER SPACE** | <https://sofatube.cias.rit.edu/videos/show/37357>

- Led team of 3 programmers and 1 hard-surface modeller/ animator to create student film in 12 weeks within **Unity3D**.
- Developed gameplay puzzle mechanics and assisted in level design.
- Developed custom post-processing effects in-engine.

**Baggage Claim** | <https://github.com/rimij405/hfoss-final-2019>

- Co-developed and designed a free (libre) and open source educational game created for the Sugar OneLaptopPerChild program in **Python**, targeting 4th-grade level mathematics.

## EDUCATION

**B.Sc. in Game Design & Development, Rochester Inst. of Technology**

JUNE 2015 - Expected Grad. MAY 2020 | GPA: 3.35

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## COMPUTER TECHNOLOGIES

[ Languages & Markup ]

**C#, JavaScript, C++, HLSL/GLSL, Java,**  
Python, HTML5, CSS3, SQL, VBA

[ Web Development Skills ]

Stacks: (**JAMStack, MERN, LAMP**);  
Servers: (**Express.js**, Apache, and nginx);  
CMS: (Hexo, Jekyll, **WordPress**, Curator  
IPV); Databases: (**MongoDB**, MySQL,  
MariaDB); Runtime Environments:  
(**Node.js, .NET**); Frameworks & Libraries:  
(**React.js, Electron, Vue, jQuery,**  
**Webpack, Babel, Grunt, Gulp**).

[ Software Development Paradigms ]

Version Control: (**Git Bash, Trunk-Based  
Development**), Issue Tracking: (**GitHub,**  
**JIRA**), Agile (**Kanban/Scrum**): (**Trello,**  
**Asana**), Game Engines: (**Unity3D,**  
**MonoGame/XNA, libgdx, Springroll,**  
**GameMaker, Godot**), Graphics Pipeline:  
(**DirectX, OpenGL**), Unit Testing: (**NUnit**  
(**C#**), **Mocha (JS)**).

## ADDITIONAL EXPERIENCE

**MOOD SWING, BrickHack V**

<https://devpost.com/software/brickhack-v-chefbicc>

Created a NodeJS-powered RPC API as a detached endpoint and created on a loosely attached React web-client during 2019 Hackathon.

**VIDEO EDITOR, The Harley School**

Edited and produced alumni interview videos to appeal to parents and donors for private school in Rochester, NY, using Adobe Premiere & Adobe Illustrator.

**Scholarships:** RIT Merit Scholarship, Bates Merit Scholarship, Mildred Loeffler Scholarship, Alfred L. and Ruby C. Award, Frederick Douglass Scholarship.